

CLAIMS

What is claimed is:

1 1. A method of automating contributions in a gaming
2 system, said method comprising:

3 (a) prompting a user with a gaming option;

4 (b) enabling the user to pledge a contribution to
5 an organization;

6 (c) permitting the user to make a wager and partake
7 in the gaming option; and

8 (d) automatically making the contribution to the
9 organization based on the pledge of step (b) and the
10 results of step (c).

11 2. The method of claim 1 wherein step (b) further
12 comprises allowing the user to select the organization.

1 3. The method of claim 1 wherein step (b) further
2 comprises allowing the user to select a size of the
3 contribution.

1 4. The method of claim 1 wherein the gaming option has
2 a first odds of winning in step (a), and a second odds of
3 winning based on the pledge of step (b).

1 5. The method of claim 1 wherein an odds of winning the
2 gaming option is related to the pledge of step (b).

3 6. The method of claim 1 wherein the gaming option has
4 a first payout in step (a), and a second payout based on
5 the pledge of step (b).

1 7. The method of claim 1 wherein a payout for winning
2 the gaming option is related to the pledge of step (b).

1 8. The method of claim 1, further comprising the step
2 of accumulating contributions for the user during a
3 series of gaming activities.

4 9. The method of claim 1, further comprising the step
5 of automatically providing information regarding the
6 gaming option and the contribution to the Internal
7 Revenue Service.

1 10. The method of claim 1 wherein step (b) is satisfied
2 by personal funds of the user.

3 11. The method of claim 1 wherein a distribution of the
4 contribution is contingent upon the user winning the
5 gaming option.

1 12. The method of claim 1 wherein the contribution is
2 funded from net proceeds of the gaming system.

1 13. A method of automating charitable contributions in a
2 gaming system, said method comprising:

3 (a) prompting a user with a game of chance having a
4 first incentive selected from the group consisting of a
5 first odds of winning and a first payout;

6 (b) enabling the user to pledge a charitable
7 contribution to a charitable organization;

8 (c) overriding the first incentive with a second
9 incentive selected from the group consisting of a second
10 odds of winning and a second payout, wherein the second
11 incentive is greater than the first incentive;

12 (d) permitting the user to make a wager and play
13 the game of chance; and

14 (e) automatically making the charitable
15 contribution to the charitable organization when the user
16 prevails in the game of chance.

1 14. The method of claim 13 wherein step (b) further
2 comprises allowing the user to select the charitable
3 organization and a size of the charitable contribution.

1 15. The method of claim 13, further comprising the step
2 of accumulating charitable contributions for the user
3 during a plurality of gaming activities.

1 16. The method of claim 13, further comprising the step
2 of automatically providing information regarding the game

3 of chance and the charitable contribution to the Internal
4 Revenue Service.

1 17. The method of claim 13 wherein step (b) is satisfied
2 by personal funds of the user.

1 18. The method of claim 13 wherein the charitable
2 contribution is funded from net proceeds of the gaming
3 system.

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1 19. A method of automating charitable contributions in a
2 gaming system, said method comprising:

3 (a) prompting a user with a game of chance having a
4 first incentive selected from the group consisting of a
5 first odds of winning and a first payout;

6 (b) allowing the user to select a charitable
7 organization;

8 (c) enabling the user to pledge a charitable
9 contribution to the charitable organization;

10 (d) overriding the first incentive with a second
11 incentive selected from the group consisting of a second
12 odds of winning and a second payout, wherein the second
13 incentive is greater than the first incentive;

14 (e) permitting the user to make a wager and play
15 the game of chance; and

16 (f) automatically making the charitable
17 contribution to the charitable organization from net
18 proceeds of the user when the user prevails in the game
19 of chance.

1 20. The method of claim 19, further comprising the step
2 of accumulating charitable contributions for the user
3 during a plurality of gaming activities.